The Lions' Pride

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An Interview: The Writing Life for SLU Student

Photo courtesy of Eric Rousseau Photography

Ashley Reynolds has received the Fairhope Prize twice in a row.

By Annie Hays
Entertainment Editor

Junior Ashley Reynolds has done it again. She has won the Gulf Coast Association of Creative Writing Teachers' Fairhope Prize. In 2013 Reynolds won the Fairhope Prize for poetry, and in 2014 she won the Fairhope Prize for nonfiction. "The Lions' Pride Newspaper" sat down with Reynolds to discuss her life as a writer and her writing process.

Where are you originally from?

"I'm originally from south Florida, but I've lived in Jacksonville, FL, for most of my life, so I'm a full-blooded Floridian."

What inspired you to start writing?

"I've been making stories up since I was about three years old. When I was seven, I actually started writing on paper … I've always been captivated by stories. My parents would read to me a lot when I was younger, and my dad introduced me to books. The best thing you can do for your kids is teach them to love books because that will help them a lot in life."

What is your favorite genre to write in?

"I definitely love fantasy. I like sci-fi too, but I'm not very familiar with the terminology, and you really have to know what you're talking about in sci-fi. So, I definitely prefer fantasy and fiction. I'm okay at creative non-fiction and poetry, but they're not really my preference."

What is your writing process?

"It varies depending on what I'm going to end up doing. It's a lot like painting. You know exactly what you want the big picture to look like, but it's very hard to get each brush stroke right. Sometimes I start writing and build from there until I know what I want the finished product to be. Other times I know exactly what I want to do and I plan it out. Of course, as I write, the plan always ends up changing."

You've said before that you like to write things with your friend Brittany. How did that get started?

"Brittany and I have been friends since elementary school. She's my writing partner, and having a writing partner is probably the best thing you can do for your writing. She and I used to play games where we would make up stories, and eventually we started writing them down and passing them back and forth. We've written our first novel together by passing it back and forth. It's very motivating because you can't just abandon your writing halfway through because your partner's waiting on you. If you get, stuck your partner can write something and vice-versa."

Have you and Brittany written anything together lately?

"Yes, we finished our first novel two years ago and we're working on a second one. It's a fantasy series, and once we're done working on it, we'll get it published."

Besides Brittany, which other friends, professors, teachers, etc. have influenced your writing?

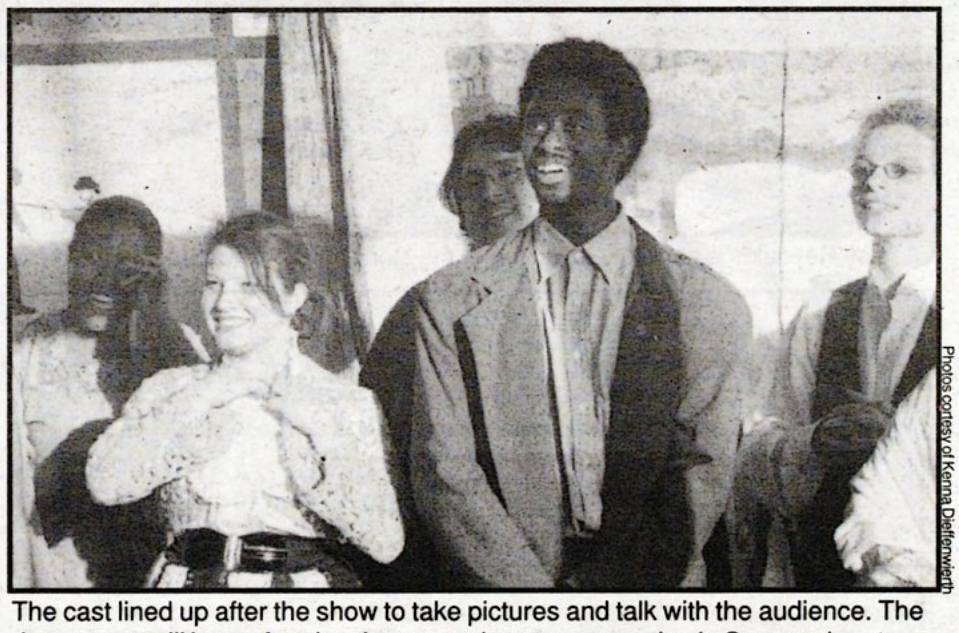
"I think all of the English professors here are really phenomenal. I've learned a lot from just reading literature here for class, and Dr. Duncan especially makes themes in

Page Cont'd to 2 ...

The Everyman Experience: continued to Page 7...

Everyman hopes that at least Goods will stay with her.

Everyman is relieved her penance is over.



Photos courtesy of Kenna Dieffenwierth

The cast lined up after the show to take pictures and talk with the audience. The dramaturgy will be performing the same play at a convention in Savannah.

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Air Pollution

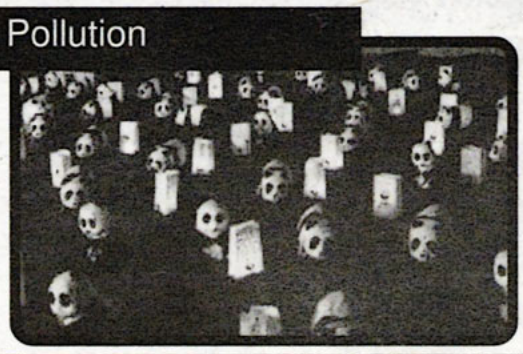

Photo courtesy of WWF Twitter

Piracy Invasion

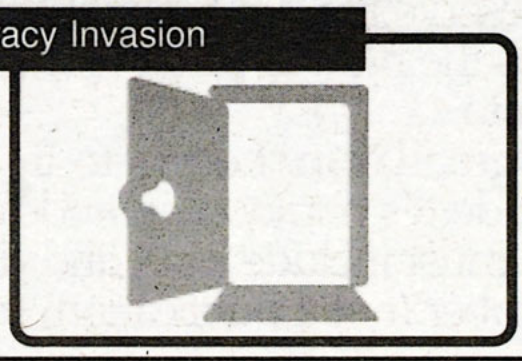

Photo courtesy of Author Claus Linn

Jimmy Fallon

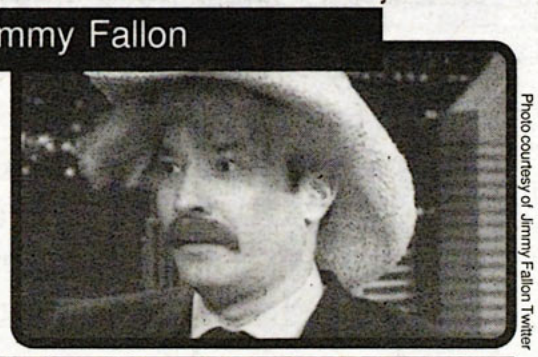

Photo courtesy of Jimmy Fallon Twitter

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Campus News

The Writing Life: ...continued from Page 1

British literature and history easy to understand, and I feel really motivated to write about those themes of imperialism and heroism. Prof. Russo is a great writing teacher because she's always there to help her writers. She's the one who nominated me for [the Gulf Coast Association of Creative Writing Teachers] contest these last two years. Dr. Spoto is a huge influence in my life. She is absolutely brilliant and I've tried to learn as much as I can from her. Other friends of mine, like Racheljoy Capitola and Jessica Miller, talk to me about their writing and together we help each other out."

Where do you get inspiration for your work?

"To get inspiration for a lot of the worlds I write about I look at a lot of pictures and art. I have a blog on Tumblr devoted to visual inspiration, written inspiration and quotes. I also read a lot. Lately, I've been reading a lot of stuff in the cannon for my classes, and that helps me see where writers throughout history have come from in their writing, but I also like to read a lot of contemporary writing. I like the "Hunger Games" because it's a great story and it's very easy to introduce people to literature with it because it has symbolism, it's easy to read, and it's a compelling story. I also like "Game of Thrones," even though I usually end up watching it instead of reading it."

"Surprisingly, I also get a lot of inspiration from videogames. There is a clear storyline in games like "Mass Effect" and "Dragon Age." They're clear and compelling, and all have their own unique world.

"My favorite book is "Cloud Atlas," and that's all about reincarnation and souls moving through time, which inspired some of the themes in my novel."

Have you won any other awards for your writing?

"I really haven't shown anyone my writing until I got to college, so the only awards I've won were the Gulf Coast awards. I've been published in the "Sandhill Review" for two years now, I presented an academic paper at the Sigma Tau Delta [English National Honor Society] Convention this year, and I won my honors scholarship at the University because of my writing. I'm hoping to get more of my work out there someday."

What kind of hobbies do you have besides writing?

"I really enjoy storytelling, so I like anything that has a story. I love video games, I like to watch TV shows like "Hannibal" and "Game of Thrones" that are really compelling. I like just sitting out in nature, meditating and scrolling through the internet to get inspiration."

Do you have any advice for beginning writers?

"Write. Just write. Turn off all electronics, lights, and internet, everything except what you're doing and just write. It's going to be horrible, and most of the things I write are still horrible, but the point is to just enjoy what you're doing and get it down. Then later you can make it better. If you plan to pursue a career in writing, look up as much as you can about other people's writing process. You don't need a formal English education to become a writer, but just write."

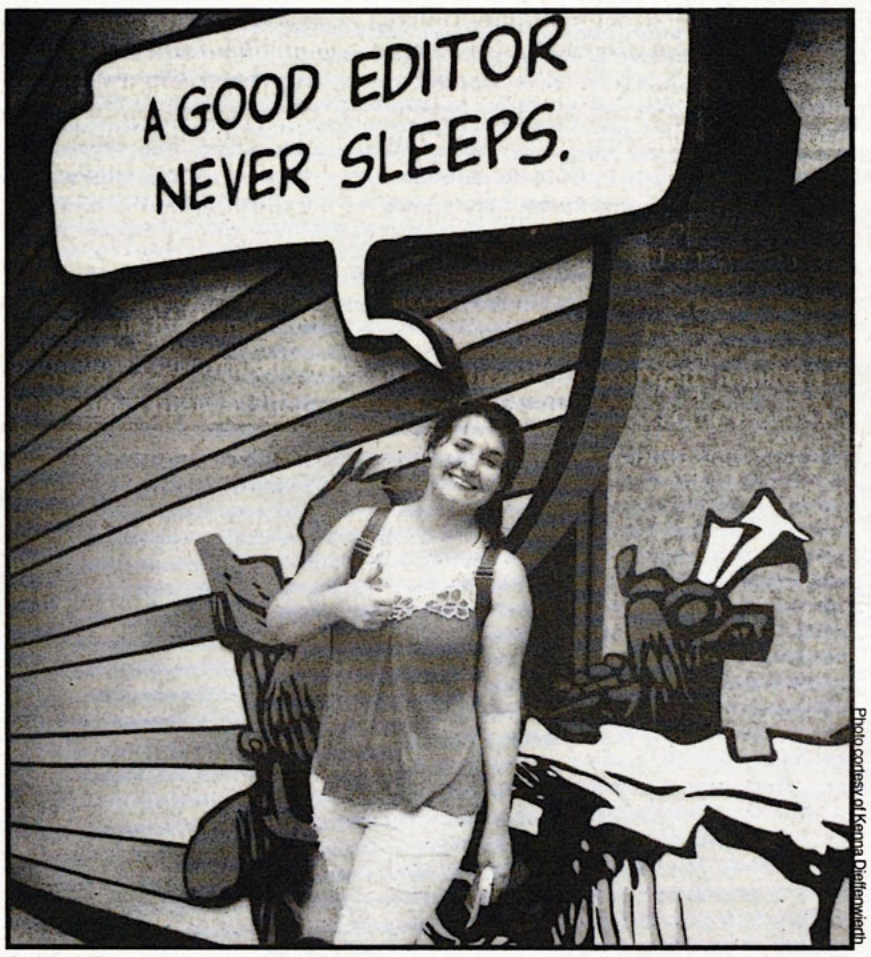

Photo courtesy of Kenna Dieffenwierth

Ashley Reynolds is currently an editor for the Lions' Pride Newspaper.

NAS Jax
Ashley Reynolds
First Place Undergraduate in the 2013 GCACWT Fairhope Poetry Competition

The summer when my friend fell from
The roof of an electric company,
We stood by his sterile white bedside
And said even less than the whirring
Of the electrical currents and respirators
Just down the hall.

We were so concerned with him living
That we ignored how the whole town was dying.
Unemployment twice the national average
Showed itself in burned buildings, locked doors,
Shoes abandoned in the middle of Blanding Boulevard,
Broken ovens, river water that smelled worse than
The Jaguars stadium after a lost game.
College rejection letters were like being drafted
Because what else can you do in a military town?
Every morning, a homeless man in a blue suit
Begs for breakfast so he'll be ready
For his first job interview in five years,
The next day he'll be out again
Spinning the same tale to a new audience.

Nurses came into the room where we stood vigil
To change his old bandages and check on
The metal rods holding together his spine
Like telephone poles.
We, too, were healing from old wounds
We dared not look at until they had festered.
I imagine you can smell the rot
All along the east coast,
Rolling off our city in the form of
Smog and the bodies in the Saint John's River.

THE LIONS' PRIDE
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Letters to the editor to The Lions' Pride should be no more than 500 words in length and should not include profane or slanderous language. We reserve the right to edit for grammar, spelling, and libel; as well as the right to publish or not. All submissions should be sent to **thelionspridenewspaper@gmail.com**. Letters to the editor must be submitted with student's name, year, and major. Faculty and staff members must include rank and department. Please include a phone number (not a publication) so we can verify authorship.

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Campus News

Burn Your Fears Event Is Successful

By Dexomia Livia and Damoi Williams
Staff Writer

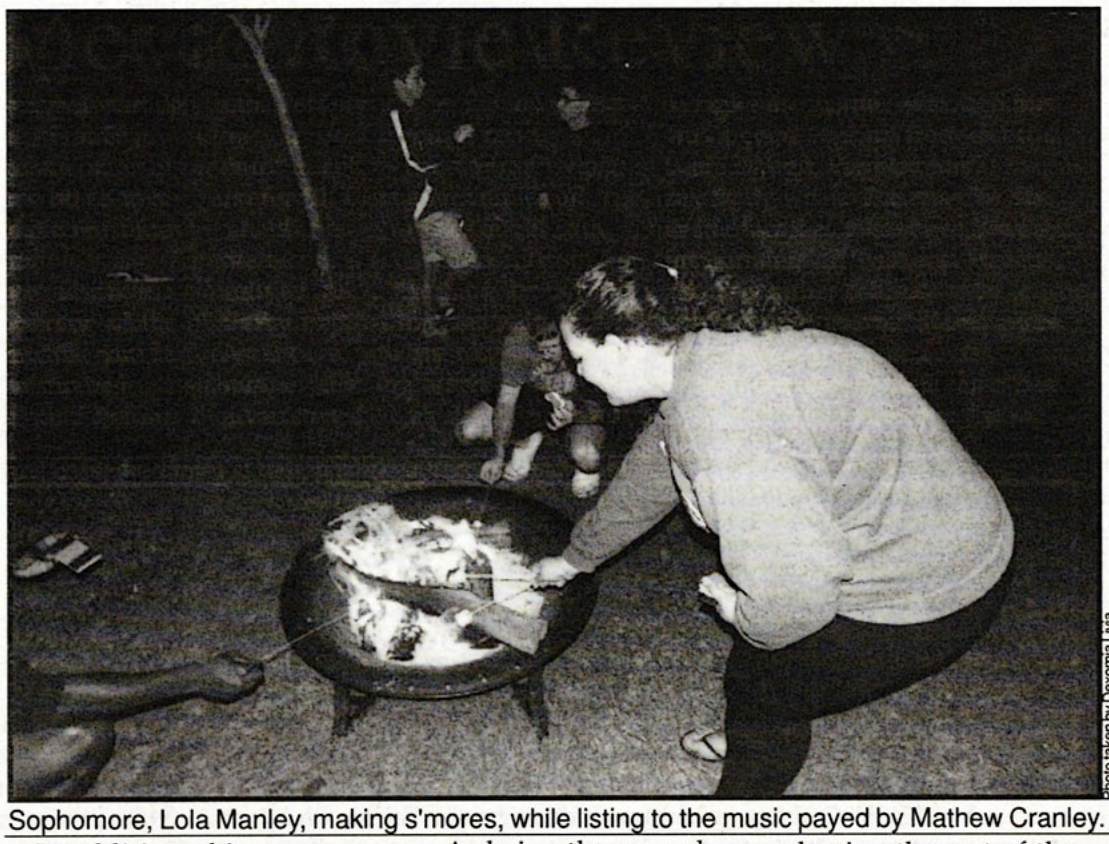


Photo taken by Dexomia Livia

Sophomore, Lola Manley, making s'mores, while listing to the music payed by Mathew Cranley.

What is your biggest fear? What are you afraid of? Knowing what fear does a person have is very helpful because when a person overcomes it, it gets easier to achieve a desirable goal. As soon as the sun went down, at 8 P.M. the ministry of Saint Leo University along with students showcased "Burn Your Fears" or "Burn Your Burdens," a social event that inspired one to do just that- burn your fears. The event was organized at the courtyard of the dormitories of Marmiom and Snyder.

"Burn Your Fears" was orchestrated to help students to become more involved with the University and was also put in regards to lent, which can be defined as an annual season of fasting and penitence in preparation for Easter.

In addition, this was a great opportunity to bring all the students, especially freshmen, together and "to write down whatever [the student is] struggling with and burn it"-says Junior Mathew Cranley, minister worker for Saint Leo University,

As being the second time organizing this event, it was well welcomed for both Catholics and non-Catholic students. In addition, "Burn Your Fears" prompted one to write their fears on a slip of paper, throw it into the fire together, and using the rest of the time as fellowship. "It is kind of like making an offered to God, it's kind of like you give it away, you let go your struggles"- says Junior Mathew Cranley. All were welcome to partake in the evening's festivities of burning s'mores, singing along with the melodious pairings of the University ministries Mathew Cranley and Newton Culmer and finally burning your fears. "I think it's a really good thing for students to come and have a social time"-says Senior Newton Culmer.

University ministry mentor Kara Marino explained the event as a reflection on life and unity "to give your burdens to God and as a way for the University ministries to get to know more freshmen," which is why it was held at the Marmion and Snyder dormitories.

Every year students search for ways to get more involved as it is a struggle to find where they belong. The University ministry is offering students of any religious or non-religious background to come out and be a part of a positive atmosphere.

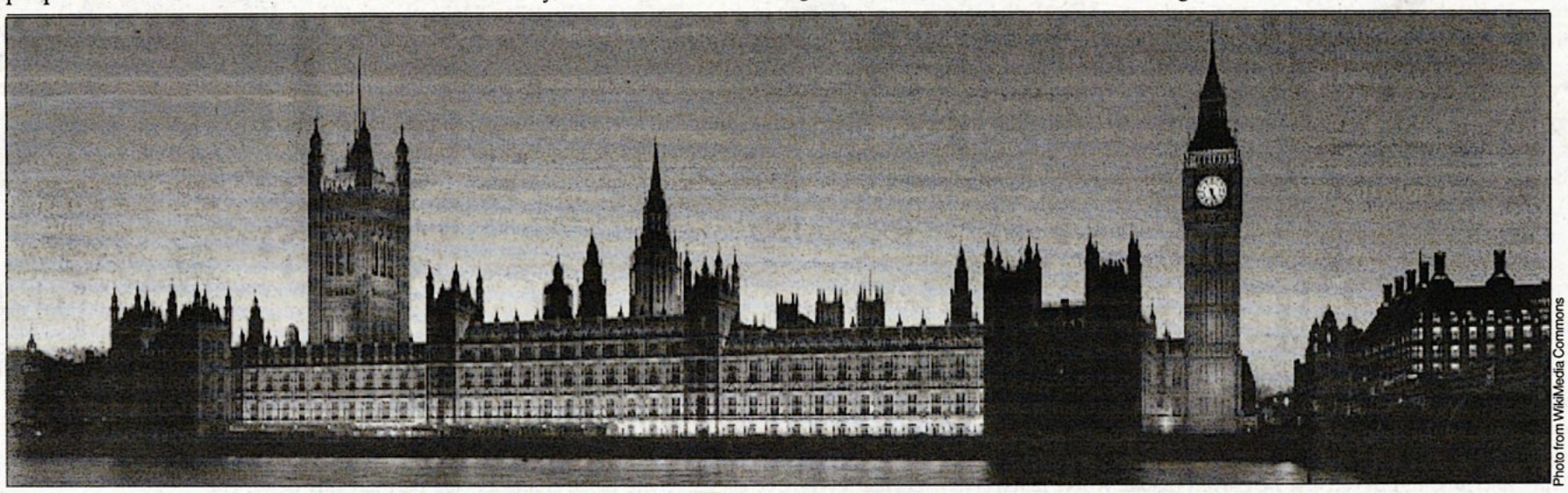


Photo from WikiMedia Commons

Travel to Britain and Puerto Rico This Fall Semester

By Janet Small
Contributing Writer

Fall 2014 could be an exciting and enriching semester for students with two oversea trips organized in the upcoming semester. Students can travel to Puerto Rico on a five-day education tour or experience a Haunted Britain on a trip through England and Scotland.

The trip to Puerto Rico takes place during class time from September 22nd to 26th and is open to all students, faculty and staff. The trip costs a total of $1,510 per person and includes flights, hotel, breakfast, transportation and covers cancellation and medical insurance. This is not a SERVE trip, but a cultural one, and therefore the main focus is on globalization and the local culture. All majors are welcome.

The Haunted Britain trip is a nine-day expedition to Scotland and England with EuroAmerican Tours occurring over the Thanksgiving Break from November 20th to 29th. This trip is paired with the course IDS 340 – International Influences in Arts and Humanities in the Western World (Ireland), but you can go on the trip without taking the class.

The trip leaves Tampa, and costs $2799 plus taxes, and includes roundtrip airfare, point to point transportation between cities during the trip, all breakfasts and five dinners. It also includes entry to many of the attractions including the Tower of London, Westminster Abbey, Shakespeare's Globe Theatre, Edinburgh Castle and more. The trip begins in Edinburgh, Scotland, for three days allowing students to visit some of the most historic buildings in Scotland including Edinburgh and Stirling Castle, sightseeing in other areas of Scotland, and a walking ghost tour. The next stops are York, Bath and Stonehenge, with excursions to the Roman Baths and Pump rooms planned, and optional visits to the Jorvik Viking Center.

"I'm most excited to see Bath. It's a very walkable town and so beautiful. I love the mixture of ancient Roman, medieval, and neoclassical architectural styles. And, I love the meat pies at the Raven- hands down the best pub in England," Karen Bryant, instructor of music, and co-leader of the Haunted Britain trip.

Stonehenge is a prehistoric arrangement of huge stones and earth that together with other sites forms a World Heritage Site, and is one of the most popular destinations in England. The trip ends in England's capitol and favorite tourist destination- London, where students will go on a guided tour to some of the most famous tourist spots around the city such as Trafalgar Square, Covent Gardens, Piccadilly Circus and more. London is also one of the major cities for fashion, and has some of the best shopping in the world. Students will be required to have a valid passport but there is no visa required for this trip.

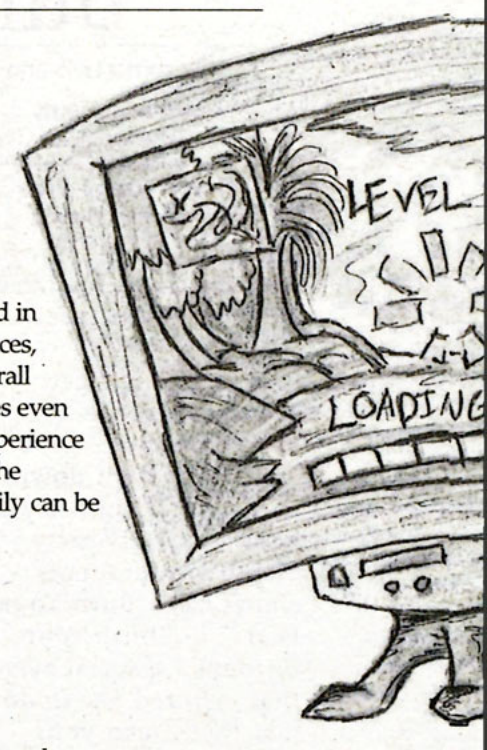
"This will be our fifth student trip. Everytime we travel our students tell us that the trip has been of inestimable value to them," said Bryant.

Space on the tour is limited so if you are planning on going, applications and a $500 deposit should be returned to EA Tours by May 30th, which then allows students a free ride on the London Eye.

The Top 20 Video

By Rebeccah Braun, Craig Graves, Nick Santos, and Katrina Weicht
Staff Writers

All of the following games' positions are based upon the opinions of the writers in terms of a set of criteria. This criterion includes the gameplay, storyline, graphics and visual effects, the animation, music and sound effects, atmosphere of the game, creativity, and the difficulty. IGN, formerly known as Imagine Games Network, was consulted for the opinions of professional gamers. Be sure to go online to the Lions' Pride website to see the rest of the Top Twenty Games of 2013 and take the accompanying poll.



THE LAST OF US

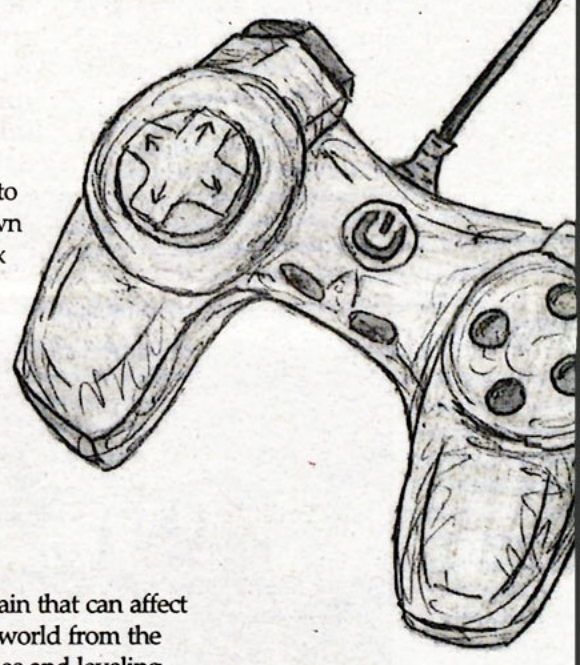
Brutal. Engaging. Atmospheric. Slightly repetitive. These words all describe "The Last of Us," Naughty Dog's latest PS3 exclusive. Following the traumatic journey of Joel and Ellie, survivors of a viral epidemic that swept the world, players will find themselves engrossed in a strong tale of what it means to survive at any cost. Incorporating various gameplay mechanics such as stealth, combat, and chase sequences, "The Last of Us" is immensely engaging, but does become a bit repetitive at times. Repetitiveness is nothing but a small blemish on the overall game, however, as the story more than makes up for it. "The Last of Us" pulls at the heart—it makes players question why survival changes even the most diligent of people – and why it's important to be careful of who you trust. Aside from the main storyline, a unique multiplayer experience encourages players to work together and perform using strategy over brute force, further enhancing the game's already high value. From the intensely photo-realistic visuals to the near-perfect voice acting and the intense gameplay, "The Last of Us" is an unforgettable title that easily can be considered a representation of some of the best that gaming has to offer.

RELEASED: June 14, 2013
IGN RATING: 10/10
PLATFORMS: PS3

GRAND THEFT AUTO V

Los Santos. A city of opportunity—and lots of crime. Rockstar has done it once again with "Grand Theft Auto V," the latest entry in a famed series of games that can be seen as a social commentary. The three characters of "Grand Theft Auto V" come together to weave an intense, engaging, and well thought-out storyline that'll keep players sitting at the edge of their seats until the very end. New mechanics include the ability to "level up" your character and utilize special abilities, such as Franklin's ability to enhance his driving skills. The most substantial addition, however, is the inclusion of heist missions: multi-part endeavors which eventually lead to a large payoff. These missions allow players to plan out their attacks on banks, jewelry stores, and other high-profit areas in any way they want, utilizing the strengths and weaknesses of each heist member to grab as much money as possible. Even with all of the brand-new gameplay additions, GTAV is still the most beautiful game in the series; and the spot-on lip synching, impressive voice acting, and the truly living city really helps make "Grand Theft Auto V" one of the best games of the year.

RELEASED: Sept. 17, 2013
IGN RATING: 10/10
PLATFORMS: PS3, Xbox 360



BIOSHOCK INFINITE

"BioShock Infinite" dares to be different with its gameplay, storyline, and setting. Following the exploits of Booker DeWitt, a mercenary who's been hired to rescue a girl named Elizabeth to wipe away a lifetime of debt, "BioShock Infinite" will take players to the floating city of Columbia, quite possibly one of the most beautiful locations in all of gaming. Unique weapons and powers known as Vigors are scattered all throughout the city, and it's up to the player to use them all to escape the war between the rebellious Vox Populi and the overzealous Founders. Arguably, "BioShock Infinite" is one of the most atmospheric games made this year, with extremely well-done voice acting and storytelling driving the gameplay forward. While there isn't very much variety in the gameplay, the amount of various weapons, extremely detailed storyline, and the strong development in the relationship between Booker and Elizabeth make "BioShock Infinite" a truly unforgettable game.

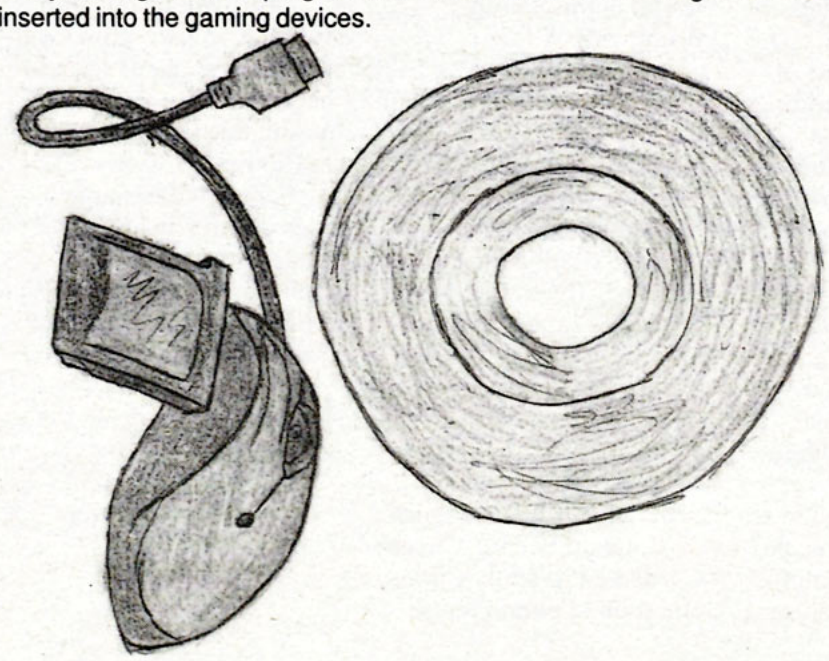
RELEASED: March 26, 2013
IGN RATING: 9.4/10
PLATFORMS: Windows, OS X, PS3, Xbox 360

FIRE EMBLEM AWAKENING

"Fire Emblem Awakening" is a tactical, turn-based roleplaying game. Players control characters and guide them through terrain that can affect gameplay. The player's character is found with amnesia by Prince Chrom and his Shepherds. The characters fight to protect their world from the dragon, Grima, and his followers. Every character has unique backgrounds and fighting style, with different attack speeds, priorities and leveling systems. The new customization allows players to choose their genders, voice, assets, and flaws. "Fire Emblem" has three difficulty levels: normal, hard, and lunatic, but can also be played casual, where fallen characters are revived, or classic where fallen characters are permanently dead. The "Fire Emblem" interaction system has been boosted, and now characters can move together and fight in pairs giving greater attacks and defense. It also allows for characters to bond which gives advantages, such as increased powers from abilities and better support in battles. The graphics are superb. The voice acting in this game is limited, and characters only talk during cut scenes and a few catch phrases in game, but mostly text must be read.

RELEASED: Feb. 4, 2013
IGN RATING: 9.6/10
PLATFORMS: 3DS

Many video games are programmed onto discs or into cartridges to be inserted into the gaming devices.

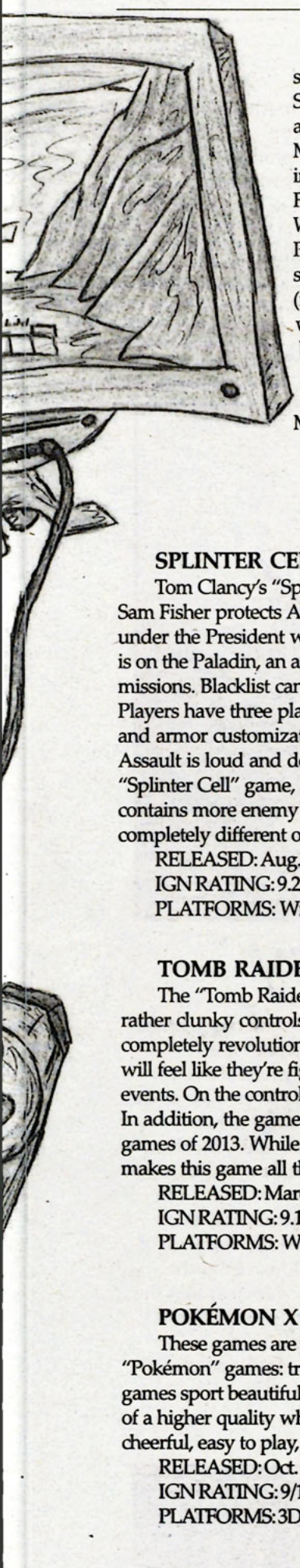


ASSASSIN'S CREED IV: BLACK FLAG

Travel to the early years of the 18th century as Edward Kenway, a notorious Welsh pirate and privateer during the Golden Age of Piracy. This game continues from the ending of "Assassin's Creed III" with Abstergo Entertainment wanting to investigate Edward Kenway. Similar to its predecessors, the storyline is incredible because it is inspired by historical events and characters, having been thought up and developed by people of various cultures, faiths, and beliefs. This game is different from previous games of the "Assassin's Creed" series because it focuses more on exploration and battles out at sea, but also maintains the same exploration on land as well as keeping the melee and stealth system. The graphics are astonishing and the voices of the characters sound authentic for the time and place. Gameplay is virtually limitless with the number of places to explore and how easy it is to move around the open map to capture ships and take small tours of villages and vast jungles. There's not a boring moment to be had in "Assassin's Creed IV: Black Flag."

RELEASED: Oct. 29, 2013
IGN RATING: 8.5/10
PLATFORMS: Windows, PS3/4, Wii U, Xbox 360/One

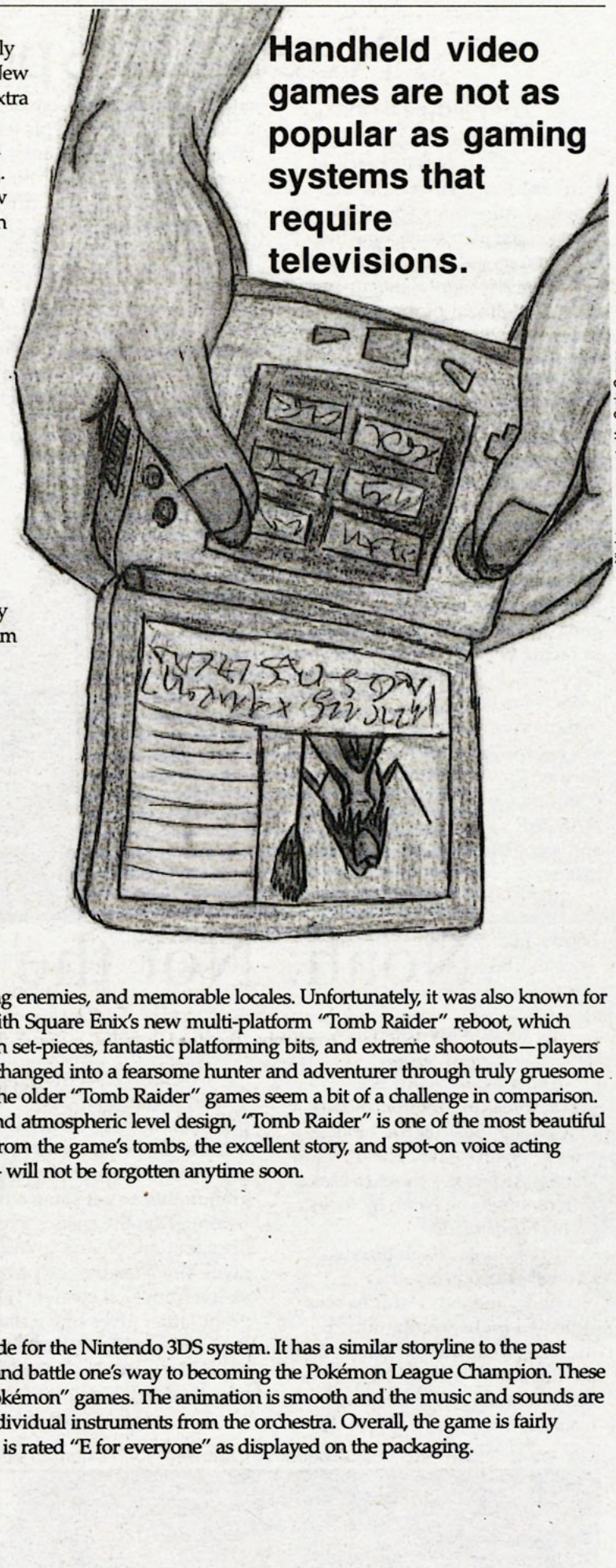
Games of 2013



SUPER MARIO 3D WORLD

Even though "Super Mario" platformers have been seeing relatively steady releases throughout the past few years—especially with the "New Super Mario Bros." games—"Super Mario 3D World" deserves some extra attention. Using an enhanced gameplay engine originally from "Super Mario 3D Land," this HD game adds four-player co-operative play and includes items from just about every "Super Mario" game ever created. For any "Super Mario" fan, this makes it a must-have title for their new Wii U console. Players can choose between Mario, Luigi, Toad, and even Princess Peach, each with their own special abilities and gameplay styles. If that wasn't enough, the huge number of varied levels (including a "Mario Kart"-themed level) and the balanced difficulty will keep even the strongest players occupied. Beautiful courses, brilliant level design, and catchy tunes make the journey to rescue the Pixie Kingdom a truly unforgettable one. "Super Mario 3D World" is one of the finest, enjoyable, and nostalgic platformers in the "Super Mario" series.

RELEASED: Nov. 22, 2013
IGN RATING: 9.6/10
PLATFORMS: Wii U



All pictures were created by Craig Graves

SPLINTER CELL BLACKLIST

Tom Clancy's "Splinter Cell Blacklist" continues to be a stealth based espionage game. Sam Fisher protects America, but this time as head of the Fourth Echelon. He reports directly under the President working to stop the terror organization Blacklist. Between missions, Sam is on the Paladin, an aircraft, where he can free roam and select upgrades, gadgets, and missions. Blacklist can be played either single player, multiplayer, or online multiplayer. Players have three playing tactics they can choose from, each having specialized load outs and armor customizations. Ghost is silent and non-lethal, Panther is silent and lethal, and Assault is loud and destructive. Graphics have improved significantly since the previous "Splinter Cell" game, as well as difficulty level; this game requires a lot of strategy since it contains more enemy types. Other big changes were the voice actor for Sam Fisher and completely different outfits.

RELEASED: Aug. 20, 2013
IGN RATING: 9.2/10
PLATFORMS: Windows, PS3, Wii U, Xbox 360

TOMB RAIDER

The "Tomb Raider" series was known in the 1990s for its exotic level design, challenging enemies, and memorable locales. Unfortunately, it was also known for rather clunky controls and sub-par graphics. These two negatives are completely erased with Square Enix's new multi-platform "Tomb Raider" reboot, which completely revolutionizes the gameplay of the series, adding in new, pulse-pounding action set-pieces, fantastic platforming bits, and extreme shootouts—players will feel like they're fighting for their lives. "Tomb Raider" shows how a young girl can be changed into a fearsome hunter and adventurer through truly gruesome events. On the control front, the game follows a simple control scheme that makes playing the older "Tomb Raider" games seem a bit of a challenge in comparison. In addition, the game is a true technical achievement. With smooth animation transitions and atmospheric level design, "Tomb Raider" is one of the most beautiful games of 2013. While its multiplayer aspect wasn't very deep, the amount of replayability from the game's tombs, the excellent story, and spot-on voice acting makes this game all the more worthwhile. Lara's newest journey – the one that builds her – will not be forgotten anytime soon.

RELEASED: March 5, 2013
IGN RATING: 9.1/10
PLATFORMS: Windows, OS X, PS3/4, Xbox 360/One

POKÉMON X & Y VERSIONS

These games are the sixth generation of "Pokémon" and the first "Pokémon" game made for the Nintendo 3DS system. It has a similar storyline to the past "Pokémon" games: travel around the country to fill a Pokédex, defeat an evil organization, and battle one's way to becoming the Pokémon League Champion. These games sport beautiful artwork and 3D graphics that evoke the top-down 2D feel of past "Pokémon" games. The animation is smooth and the music and sounds are of a higher quality when compared to past games. The music is clear enough to pick out individual instruments from the orchestra. Overall, the game is fairly cheerful, easy to play, and easy to beat the main storyline. This is to be expected as the game is rated "E for everyone" as displayed on the packaging.

RELEASED: Oct. 12, 2013
IGN RATING: 9/10
PLATFORMS: 3DS

ANIMAL CROSSING: NEW LEAF

This game is very similar to the first "Animal Crossing" game and is extremely easy to play. The player acts as the mayor of a town of Non-Playable Characters (NPCs) with animal heads and has to work to keep the town running and improve upon the town. As usual with Nintendo games, the 3D graphics are cartoony, but there is a good attention to detail in the background of different areas in the game. The music is tranquil and has an ambient feel to it while the sounds are clear and sound like they belong to what is producing them. The NPCs sound like chirping crickets and can be a bit annoying to listen to after a while.

RELEASED: June 9, 2013
IGN RATING: 9.6/10
PLATFORMS: 3DS

THE LEGEND OF ZELDA: A LINK BETWEEN WORLDS

This game plays much like other "Legend of Zelda" games with the player playing as Link in his quest to save Hyrule, but the difference comes in the form of new abilities in-game and new characters to either help or hinder the player/Link. Though it is made for the Nintendo 3DS, this game has cartoony 3D graphics reminiscent of Mario and Luigi games. The music and sound is pretty cheery, as many Nintendo games seem to be. The game has a lot of tricky puzzles involved and a lot of enemies to kill, so the difficulty level is a bit higher than other Nintendo games like "Pokémon" or "Animal Crossing."

RELEASED: Nov. 22, 2013
IGN RATING: 9.4/10
PLATFORMS: 3DS

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Arts & Entertainment

Need for Speed Movie Review

By Joclyne Hilary
Contributing Writer

The success of the "Fast and Furious" series proved that full length feature films about fast cars and the fast life can become box office successes. In the wake of the release of the highly anticipated sixth installment of the series, fans of movies about fast cars can hit the movie theatres to see "Need for Speed."

For those who aren't familiar with "Need for Speed," it was a popular car racing video game, and now it has inspired the plot of a feature length film based on the game.

The movie introduces the audience to mechanic Tobey Marshall (Aaron Paul) and his gang who builds cars and partakes in racing at ridiculous speeds. Despite being passionate about his work, Marshall is struggling to make ends meet at his garage. As a last resort, Marshall is forced to partner up with Dino Brewster (Dominic Cooper), a retired NASCAR racer whose narcissism and arrogance is enough to drive insane.

Just as things start to look up and Marshall is on verge of making a deal that could save his failing business, he is framed for manslaughter by none other than his beloved business partner Dino.

After two years of incarceration, Tobey is adamant about making Dino pay for what he did. In the essence of the game, revenge is carried out through racing some fast and good-looking cars. Tobey partakes in the De Leon race, an underground racing tournament, as his attempt to get even with Dino once and for all.

Like most movies about cars, the movie is action packed from start to finish; the soundtrack complimented the film very well. As always, you can rely on the visuals to be top notch, especially given that the cars that were used to make the movie. Although this was a good attempt from director Scott Waugh, the plot was relatively weak. This may be due to the fact that there have been six installments of "Fast and Furious," and it is rather difficult to be original with movies of this genre. The cast were talented and performed well in their roles, but the movie just lacked the "wow factor."

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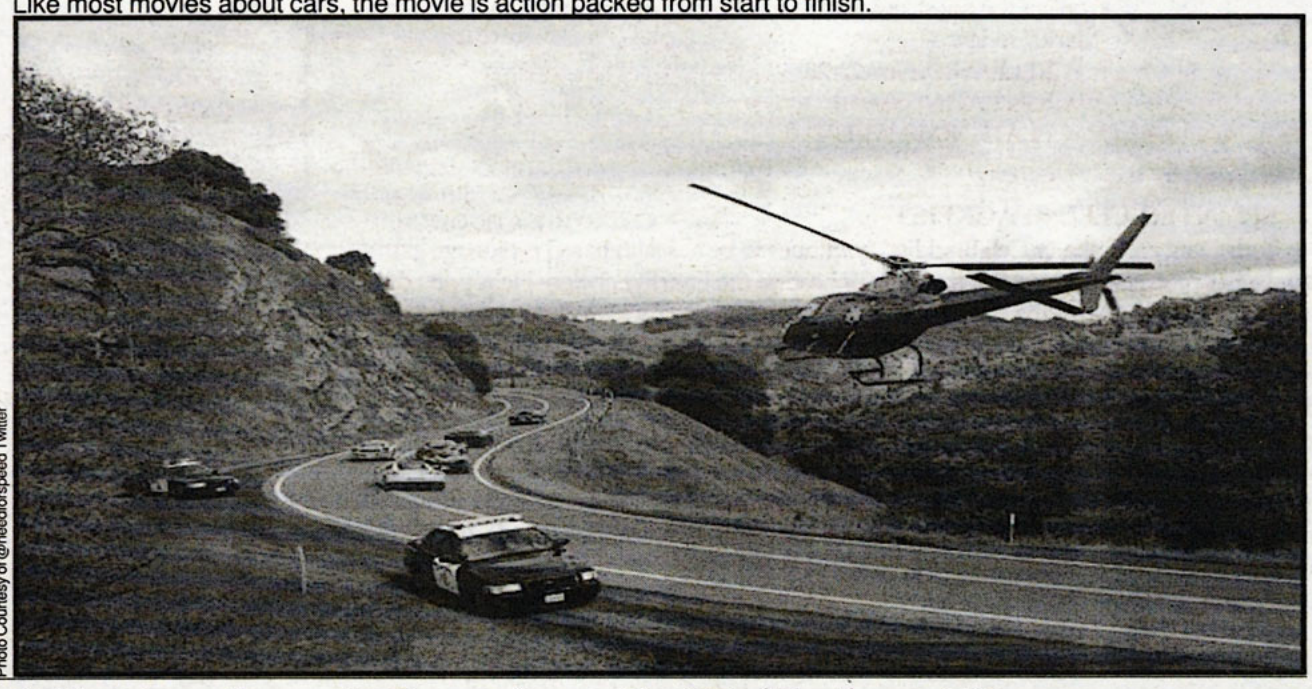

Photo Courtesy of @needforspeed Twitter

Noah: Not the Typical Bible Story

By Brianna Llewellyn
Staff Writer

The movie "Noah" is a groundbreaking motion picture that puts a twist on the biblical tale of "Noah's Ark." The director, Darren Aronofsky chose to cast a different light on Noah by focusing on his human side.

In the Bible, Noah (Russell Crowe) was portrayed as an alcoholic, and as a result he was ridiculed by his community. But then when he warned others about the flood they ignored him. In the film, Noah forces people away from the boat in an effort to do what he thought the Creator wanted.

One day Noah wakes up out of a vivid dream that he believes is a personal message from the Creator. As a result, he packs up his family and goes to meet with his grandfather to get some advice. Before given the chance to explain his situation, Noah's grandfather gives him a tea that helps make the vision from God clearer. Then his grandfather gives him a seed from the Garden of Eden that will help nourish the dry land and grow trees that will help build the ark .

The graphics from this scene were breathtaking. Tall trees full of many different berries, wheat, and other types of nourishment sprouted from barren land within a matter of seconds. A stream ran from the center of the forest to help nourish the earth and give the animals a path to the location of the ark.

Once the plants have grown, Noah begins to build the ark. Although Noah is guided by the Creator, he faces many challenges. Noah finds himself in situations where he has to decide between stability and madness, or his family and the Creator's trust.

In one scene Noah has to make the decision to commit the ultimate of sin of murder or let humanity thrive. Hearts race as Ila (Emma Watson) sings to her newborn children, while Noah stands over her with eyes full of contemplation.

A lot of people noted that the film did not follow the storyline of the Bible story. However, at the end of the film it was clear that the theme of the story was the same. The film still emulated the common theme of love and mercy just as the Biblical tale.

The movie "Noah" was unique because it showed Noah's human side ans an alcoholic and family-man.

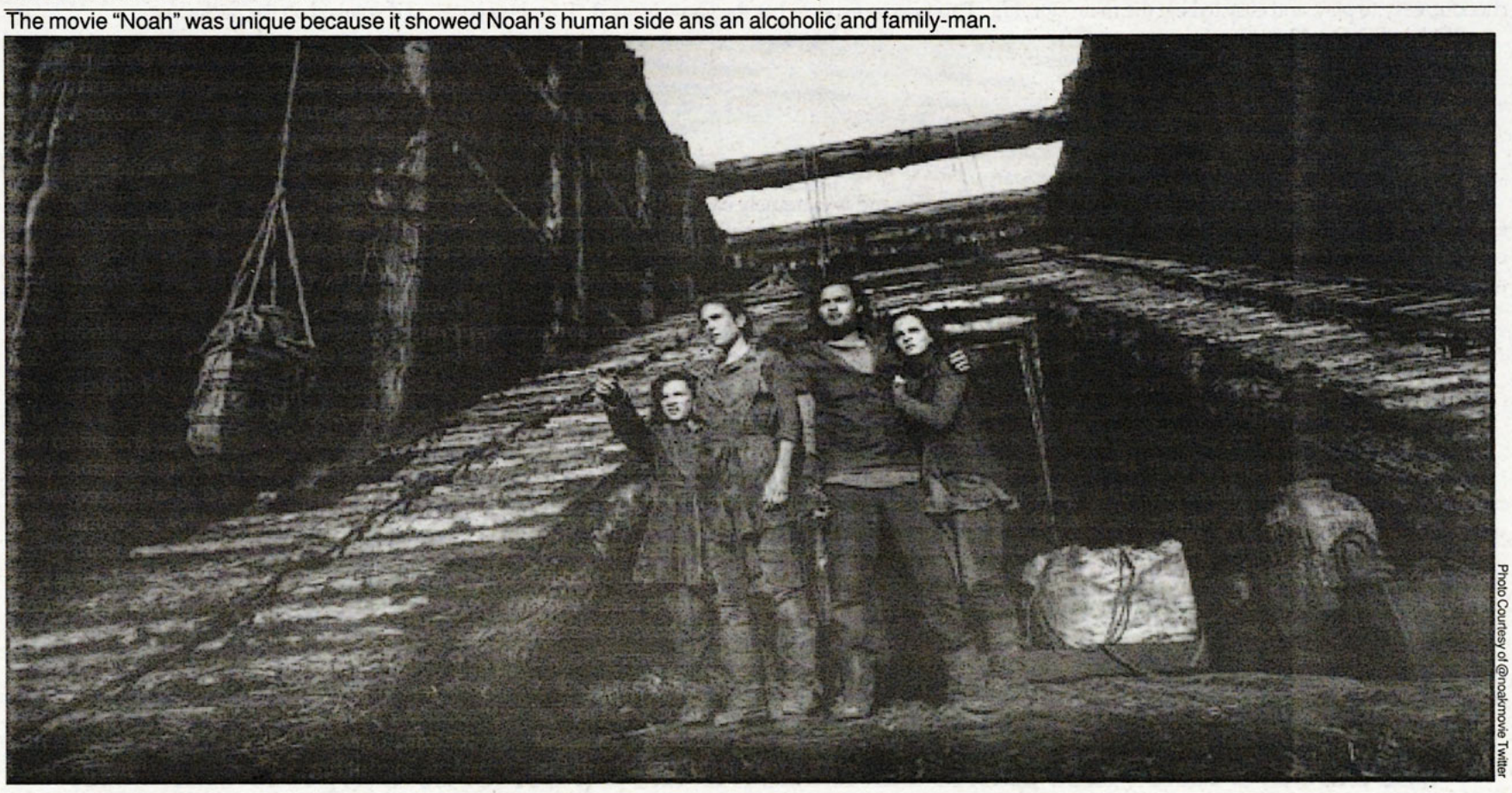

Photo Courtesy of @noahmovie Twitter

Arts & Entertainment

The Titans are Here

By Austin Chiavaroli
Contributing Writer

The new game "Titanfall," by Electronic Arts and Respawn Entertainment is a game made exclusively for the Xbox One and Xbox 360 consoles. The game is a multiplayer first-person shooter developed by some co-founders of past "Call of Duty" games, which makes the gameplay style and mechanics easier to understand for most gamers who have played any of the "Call of Duty" series.

The multiplayer in the game has players choosing whether to fight on foot as Pilots or in the mechanical walkers called Titans to complete team-based objectives. They can also choose the two different factions on a war torn planet, militia or the IMC. The game is online-multiplayer only; however it adds elements found in single player campaigns such as a plot, character dialogue, and NPC's. Besides the multiplayer "slaughter" games there is team "deathmatch," where teams compete for the greatest kill count, and capture the flag, where both teams have to guard and try to steal one another's flags.

Unlike characters in most known FPS games like, "Call of Duty" and "Battlefield," pilots are agile and can get momentum, letting players run on walls, have jet pack double jumps, glide on zip lines, and vault obstacles. Titans, on the other hand, are slightly slower than the pilots and cannot jump. They instead have a dash and better weapons to use, giving both types an advantage and disadvantage against other players and enemies.

Another option in the game is the Campaign Multiplayer, where there are a story and cinematic sequences with non-playable character dialogue. The militia in the campaign are the civilian military of a Frontier and are the resistance against the IMC's usage of colonial resources. The player can play as either faction and can achieve a new titan once they have played both campaigns.

The main issue with the game is precisely that the game is based solely on the multiplayer aspect, making the campaign seem less interesting. It can also be seen as an excuse for the company to be less motivated and creative with making a well prepared story, and think they can sell a game alone on multiplayer. Another issue is the repetitiveness of the gameplay. For years, first-person shooter publishing companies have taken the same game mechanics and used them in every game they have made, making each game feel like the last. "Titanfall" does the same bringing concepts from past FPS's into its gameplay.

These issues, however, are small compared to the fun the game provides for the players. It is most definitely a good game to use for a game night or a party, and everyone can enjoy competing against each other. It is rated "M" for the blood and gore, strong language, and violence, meaning it is not for teens or children. If you love past first-person shooter games, then you should try this game.

In multiplayer mode, players can either fight as Pilots or Titans.

Photo from @titanfall twitter

Everyman ...continued from Page 1

By Kenna Dieffenwierth
Copy Editor

The University was given a healthy dose of medieval morality with the presentation of "Everyman" by the Saint Leo University Theatre.

The play had three showings, April 3, 4 and 5, by Lake Jovita. Each showing was an hour long with no intermission. The director was Dave McGinnis, and the music director was Jimmy "Fiddle" Simeon.

"Everyman" is a Catholic medieval morality play. The original author of this play is anonymous. In his Director's Note, Dave McGinnis stated that, despite being written in 1485, this version of the play had connections to a modern American life.

"I do not wish to color your vision too much with detailed accounts of what it all means, but I would advise that each of us consider the world in which we live and consider what else can die besides life," said McGinnis at the end of his Director's Note.

The play began with a messenger (Renee Goodwin) introducing the play. Then God (Ravin Forde) sent Death (Tommy Haines) to inform Everyman (Shawnee Arnett) that her life would soon end. Everyman was horrified at this news and feared for her soul. She first sought solace in the false companions of the world, but Fellowship (Rae Rosier), Kindred (Wendy Legorete), Cousin (Craig Graves), and Goods (Rebecca Braun) each abandoned her. Everyman then looked toward Good Deeds (Kelsii Atkinson) and Knowledge (Ashley Reynolds), but Good Deeds was too sick to help. Good Deeds and Knowledge told Everyman to consult Confession (Haines). Confession told Everyman that she must flog herself to strengthen her Good Deeds. When Good Deeds was cured, she and Knowledge told Everyman to seek council from Beauty (Julie Pernini), Strength (Legorete), Discretion (Rae Rosier) and the Five Wits (Braun and Graves). They aid Everyman in writing her Book of Accounts, but only Good Deeds could remain with Everyman as her soul passed on to the next life.

Those in attendance were moved by the serious nature of the performance.

"After seeing it, it was moving and hit me on an emotional level. The play did a great job and it made me realize that to cherish the little things that I have," said Sophomore Daniel Francois.

McGinnis's goal to make the play applicable to modern American society seems to have succeeded as the audience was able to connect with the performance.

"It was heartfelt. It made me cry. The message was deep. It made you reflect on your actions in life," said Junior Elizabeth Panek.

April 10, the cast drove to Savannah, Georgia where they performed "Everyman" to an audience. They expressed their excitement before leaving.

"The entire cast and crew put in a lot of effort to ensure the successful production of Everyman. I'm thankful for the support of the Saint Leo Students coming out to see us and on eagerly awaiting and preparing for Savannah," said Freshman Renee Goodwin.

Senior Tommy Haines shared Goodwin's enthusiasm.

"After having watched last year's production of "The Serpent" it is an honor to work with everyone on "Everyman." I am so excited to be part of the first touring show, and I can't wait to put this on in Savannah," said Haines.

Next Fall, Saint Leo University Theatre will be presenting a "Midsummer Night's Dream" by Shakespeare.

Shout-outs for Seniors

Good luck in grad school.

The department is proud of you.

Today is the first day of the rest of your life.

Thanks for all your hard work!

Thank you for making my life so special.
:)

Lots of love from your sisters!

You did it!

Know a Senior graduating at the Undergraduate or Graduate level this year? Put a shout-out in *The Lions' Pride*. It is free. Simply write in the blank square below a message no more than 30 words long and put it under the Newspaper/Yearbook Office door in the Student Activites Building by noon on Tuesday the 15th. Or e-mail your message to thelionspridenewspaper@gmail.com